Export Objects Export Objects

Export Objects

This section covers the following topics:

- Invoking the Export Objects Screen
- Field Description: Export Objects Window
- Key Fields of the Objects
- Using Wildcards
- During Export

Invoking the Export Objects Screen



To export objects

1. Enter 2 in the Option field of the Import/Export Main Menu.

The Export Objects screen appears:

```
*** Entire Operations Import/Export Utility *** 14:58:40
04.01.02
                                                         Userid SN
                            Export Objects
                 Please select object type to be exported:
     1 NETWORK-MASTER
                                      10 MAILBOX-DEFINITION
     2 JOB-MASTER
3 GLOBAL-EXIT
4 EOJ-CHECK-MASTER
                                      11 MAILBOX-ENTRY
                                      12 NODE-DEFINITION
                                      13 RESOURCE-DEFINITION
     5 DESCRIPTION
                                      14 USER-DEFINITION
                                      15 DEFAULTS
     6 SCHEDULE
     7 CALENDAR
                                      16 OWNER
     8 TO-ACTIVATE
                                      17 CONDITION-ACTIVE
     9 SYMBOL-MASTER
                                      18 RESOURCE-PREREQ
                           Your Selection ===> _
Enter-PF1---PF2---PF3---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
     Help
                End
```

- 2. Select the desired object type by entering the appropriate number in the field after **Your Selection ===>**.
- 3. Press Enter.

The Export Objects window opens on the right:

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04.01.02 *** Entire Operati	+			+! !
	!	- Expor	rt Object	- -!
	!			!
Please select o	!	From:		!
	!	Object Type ==>	NETWORK-M	ASTER!
1 NETWORK-MASTER	!	Owner ==>		_ !
2 JOB-MASTER	!	Network ==>		_ !
3 GLOBAL-EXIT	!			!
4 EOJ-CHECK-MASTER	!			!
5 DESCRIPTION	!	To:		!
6 SCHEDULE	!	Location ==	=> NAT	!
7 CALENDAR	!	Library ==	=>	_ !
8 TO-ACTIVATE	!	Member ==	=>	(Prefix) !
9 SYMBOL-MASTER	!	Append/New ==	=> N	(A,N) !
	!	Passwords ==	=> N	(Y,N) !
Your	!	with Schedules ==	=> Y	(Y,N) !
	!	with Calendars ==	=> N	(Y,N) !
	!	with Symbols ==	=> N	(Y,N) !
	!			!
	! Er	nter-PF1PF2F	PF3PF4-	PF5PF6- !
Enter-PF1PF2PF3PF4PF5-	!	Help E	End	Exprt!
Help End	+			+

Field Description: Export Objects Window

Field	Description				
From:					
Object type	An output field that displays the object type specified in the previous screen.				
•••	The remaining From fields differ according to the object type selected. For further information, see the subsection Key Fields of the Objects.				
To:					
Location	The location of the file to be created. Enter one of the following values:				
	NAT	Export to Natural text member. See also fields Library and Member.			
	PC	Export to a PC file. Entire Connection must be installed and the desired PC file must be assigned to work file 7.			
	WRK	Export to Natural work file. Work file 1 has to be defined.			
		Notes:	 The work file format must be the same as for Natural INPL utility. The work file will be written using variable record format. 		
Library	Only for Location NAT. Enter the name of the library, where the Natural member should be created. Leave this field blank, if the Location is not NAT.				
Member	Only for Location NAT. Enter the prefix (max. 5 digits) of the Natural member you want to create or append to. Entering the prefix PREF creates the members (PREF001, PREF002, PREF003,) and so on, depending on the amount of data. Leave this field blank, if Location is not NAT.				

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Export Objects Key Fields of the Objects

Field	Description				
Append/New	Only for Location NAT. Enter one of the following values:				
	A	Append the objects to be exported to an already existing member. A member with the specified prefix must exist.			
	N	Create new members. No member with given prefix should exist in the library.			
Export Passwords	Only for object types which contain passwords (e.g. password of a protected data set). Enter one of the following values:				
	Y	Export passwords.			
	N	Do not export passwords.			
with Schedules	If you also export the schedules the imported networks will get the same schedule definitions as the exported networks. (They can be modified after the import.) Enter one of the following values (Default: Y):				
	Y	Export schedules.			
	N	Do not export schedules.			
with Calendars	If you export object(s) with calendars all referenced calendars will be exported after objects, each calendar once. Enter one of the following values (Default: N):				
	Y	Export calendars.			
	N	Do not export calendars.			
with Symbols	If you export object(s) with symbols all referenced symbol tables will be exported after objects, each symbol table once. Enter one of the following values (Default: N):				
	Y	Export symbols.			
	N	Do not export symbols.			

The following fields depend on the object type you have selected before.

Usually they build the super descriptor for the object type.

Key Fields of the Objects

These fields are required for any object and have to be filled in for exporting. If you are going to import from a source location which was previously written by an export process of Entire Operations, these fields have been filled in correctly.

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Using Wildcards Export Objects

Object Type	Key Field	Key Field 2	Key Field	Remarks
OWNER	Owner			This exports all objects which belong to a specific owner.
NETWORK-MASTER	Owner	Network		The Export functions 'Network' and 'Job' will now export Symbol Tables and Calendars defined in respective objects. These additional objects will follow existing export data in the output file. Each Symbol Table or Calendar will be exported only once.
JOB-MASTER	Owner	Network	Job	The Export functions 'Network' and 'Job' will now export Symbol Tables and Calendars defined in respective objects. These additional objects will follow existing export data in the output file. Each Symbol Table or Calendar will be exported only once.
JCL-MASTER	Owner	Network	Job	
EOJ-CHECK-MASTER	Owner	Network	Job	
DESCRIPTION	Owner	Network	Job	'-' for Networks
SCHEDULE	Owner	Schedule		Schedule= Network
CALENDAR	Owner	Calendar		
TO-ACTIVATE	Owner	Network	Job	Job is optional.
SYMBOL-MASTER	Owner	Symbol table		
MAILBOX-DEFINITION	Mailbox			
MAILBOX-ENTRY	Mailbox			
NODE-DEFINITION	Node			
RESOURCE-DEFINITION	Resource			
RESOURCE-PREREQ	Owner	Network	Job	
USER-DEFINITION	Userid			
DEFAULTS	Library			
CONDITION-ACTIVE	Owner	Network	Condition	The export will be performed for all active runs of the condition.
GLOBAL-EXIT				All global exits will be exported.

Using Wildcards

Depending on the object type you have selected, you have to fill in the key fields (see above).

Export Objects During Export

For the fields Owner, Network and Job, if you are using the export function in online mode: you can enter * in one of these fields and press Enter to open a window from which you can select an object from a supplied list.

For all other fields in **online** mode and for all fields in **batch** mode:

You can use an asterisk * as wildcard to delimit the range of objects to be exported. For example, if you enter WILD* in the Job field of the object type JOB-MASTER and press Enter, the jobs WILD, WILDxxxx, WILD-1, and so on are exported. If you enter * in all selection fields, all objects of this object type are exported.

For some object types some descriptors are optional. If you do not wish to use an optional field, enter a hyphen (-) to ignore it. For example: a job or a network can have a DESCRIPTION.



To export the DESCRIPTION of a network only

1. Enter Owner and Network name and enter a hyphen (-) for Job name.

All values entered are checked for their validity.

- 2. Press PF3 to cancel the export.
- 3. Press PF5 to perform the export.

All objects that are related to the selected objects (see the subsection Hierarchical Order of Objects) are also exported.

During Export

During the export, a window opens which informs you about the currently exported object.

This window displays name and type of the exported object, the number of lines the object has and the total number of lines written during the export run.

Do not press a key while the export is running. When it is finished, a message appears on the screen which informs you about the way the export ended. This information is also written to the export member, so that you can check whether or not all specified objects were written. For some reasons, the export process could terminate abnormally. This could happen, for example, if you attempt to write more than 999 members.

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